

What is claimed is:

1. A game device having a controller operated by a player  
in accordance with game music, comprising:  
5 commercially available music CD reproducing means for  
reading recorded content from a commercially available music  
CD to reproduce music as game music based on the recorded content  
read;

commercially available CD judgement means for reading  
10 recorded content from a commercially available music CD to judge  
whether or not the commercially available music CD is a  
predetermined commercially available music CD based on the  
recorded content read;

operation timing data storage means for storing operating  
15 timing data indicative of timings at which the player should  
operate the controller in accordance with the game music  
reproduced based on the recorded content read from the  
predetermined commercially available music CD; and

music game execution means for causing the commercially  
20 available music CD reproducing means to reproduce music as game  
music based on the recorded content read from the commercially  
available music CD, in response to a judgment such that the  
commercially available music CD, of which recorded content is  
read by the commercially available music CD judgment means, is  
25 the predetermined commercially available music CD, and for  
guiding timings at which the player should operate the controller  
in accordance with the game music reproduced, based on the  
operation timing data.

30 2. A game device according to claim 1, wherein  
the commercially available music CD judgement means  
includes judgement data storage means for storing beforehand

at least a part of the recorded content of the predetermined commercially available music CD as judgement data, and judges whether or not the commercially available music CD, of which recorded content is read by the commercially available music  
5 CD judgement means, is the predetermined commercially available music CD by comparing the judgement data and the recorded content of the commercially available music CD, read by the commercially available music CD judgement means.

10 3. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available  
15 music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, wherein

the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance  
20 with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and program code, as at least a part of the game program code, for causing the computer to function as

commercially available music CD reproducing means for  
25 reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgement means for reading  
30 recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the

predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

4. A method for controlling a game device equipped with a commercially available music CD reading and reproducing function and having a controller operated by a player in accordance with game music, the method comprising:

a commercially available music CD reproducing step of reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

a commercially available CD judgement step of reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is a predetermined commercially available music CD based on the recorded content read;

an operation timing data obtaining step of obtaining operating timing data indicative of timings at which a player should operate the controller in accordance with the game music reproduced based on the recorded content read from the

predetermined commercially available music CD; and

a music game execution step of effecting reproduction of music as game music at the commercially available music CD reproducing step based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read at the commercially available music CD reproducing step, is the predetermined commercially available music CD, and of guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

5. A game distribution device for distributing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read,

wherein

the game distribution device distributes operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and program code, as at least a part of the game program code, for causing the computer to function as

commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgement means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

6. A game distribution method for distributing game program code and game data for causing a computer to function as a game device having controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, the method comprising:

an operation timing data distribution step of distributing operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD; and

a program distribution step of distributing program code, as at least a part of the game program code, for causing the

computer to function as

commercially available music CD reproducing means for  
reading recorded content from a commercially available music  
CD to reproduce music as game music based on the recorded content  
5 read by using the commercially available music CD reproducing  
function;

commercially available CD judgement means for reading  
recorded content from a commercially available music CD by using  
the commercially available music CD reproducing function to judge  
10 whether or not the commercially available music CD is the  
predetermined commercially available music CD based on the  
recorded content read; and

music game execution means for causing the commercially  
available music CD reproducing means to reproduce music as game  
15 music based on the recorded content read from the commercially  
available music CD, in response to a judgement such that the  
commercially available music CD, of which recorded content is  
read by the commercially available music CD judgement means,  
is the predetermined commercially available music CD, and for  
20 guiding timings at which the player should operate the controller  
in accordance with the game music reproduced, based on the  
operation timing data.

7. A game device of which controller is operated by a player  
25 in accordance with game music, comprising:

commercially available music reproducing means for  
reading recorded content from a commercially available music  
information storage medium which records at least music data,  
to reproduce music as game music based on the recorded content  
30 read;

commercially available music information storage medium  
judgement means for judging whether or not the commercially

available music information storage medium, recording content of which is read by the commercially available music reproducing means, is a predetermined commercially available music information storage medium;

5            operation timing data storage means for storing operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music information storage  
10 medium; and

             music game execution means for causing the commercially available music reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a  
15 judgement such that the commercially available music information medium, of which recorded content is read by the commercially available music reproducing means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the  
20 game music reproduced, based on the operation timing data.

8.        An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game  
25 music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music based on the recorded content read, wherein  
30            the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance

with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium, and program code, as at least a part of the game program code, for causing the computer to function  
5 as

commercially available music information storage medium reproducing means for reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read  
10 by using the commercially available music information storage medium reproducing function;

commercially available music information storage medium judgement means for reading recorded content from a commercially available music information storage medium by using the  
15 commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

20 music game execution means for causing the commercially available music information storage medium reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially  
25 available music information storage medium, of which recorded content is read by the commercially available music information storage medium judgement means, is the predetermined commercially available music information storage medium, and for guiding timings at which the player should operate the  
30 controller in accordance with the game music reproduced, based on the operation timing data.



9. A game device having a controller operated by a player in accordance with game music, comprising:

music data reproducing means for obtaining music data from a music data distribution server via a communication network  
5 to reproduce music as game music based on the music data obtained;

music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

operation timing data obtaining means for obtaining  
10 operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

music game execution means for causing the music data reproducing means to reproduce music as game music based on the  
15 music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

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10. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, wherein the information storage medium stores, as at  
25 least a part of the game program code, program code for causing the computer to function as

music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

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music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

5 music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should  
10 operate the controller in accordance with the game music reproduced, based on the operation timing data.

11. A game device having a controller operated by a player in accordance with game music, comprising:

15 a commercially available music information storage medium reproducer which reads recorded content from a commercially available music information storage medium recording at least music data, to reproduce music as game music based on the recorded content read;

20 a commercially available music information storage medium judgement unit which judges whether or not the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is a predetermined commercially  
25 available music information storage medium;

an operation timing data storage medium which stores operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the  
30 predetermined commercially available music information storage medium; and

a music game execution unit which causes the commercially

available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available  
5 music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance with the  
10 game music reproduced, based on the operation timing data.

12. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game  
15 music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read, wherein  
20 the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music  
25 information storage medium, and program code, as at least a part of the game program code, for causing the computer to function as

a commercially available music information storage medium reproducer which reads recorded content from a commercially  
30 available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium

reproducing function ;

a commercially available music information storage medium judgement unit which reads recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

a music game execution unit which causes the commercially available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducing function, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

13. Game program code for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read, the game program code for

receiving operation timing data, as at least a part of the game data, indicative of timings at which the player should

operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium;

5           reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

10           reading recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially  
15           available music information storage medium based on the recorded content read; and

            causing the commercially available music information storage medium reproducing function to reproduce music as game music based on the recorded content read from the commercially  
20           available music information storage medium, in response to a judgment such that the commercially available music information storage medium is the predetermined commercially available music information storage medium; and

            guiding timings at which the player should operate the  
25           controller in accordance with the game music reproduced, based on the operation timing data.